



Fighter 1	STR +3 16	CLASS & LEVEL	Human	Soldier
	DEX +2 14	RACE/ANCESTRY/HERITAGE		BACKGROUND
	CON +2 15			
	INT +0 11			
	WIS +1 13			
	CHA -1 9			
PROFICIENCY BONUS	+2			
SAVING THROWS		INITIATIVE		SPEED
+5 Strength Saves *		19	+2	30 ft.
+2 Dexterity Saves				
+4 Constitution Saves *				
+0 Intelligence Saves				
+1 Wisdom Saves				
-1 Charisma Saves				
* Prof. bonus added				
HIT POINTS	12	HIT DICE	1d10	
DEATH SAVES:	Success O O O		Fail O O O	
WEAPON & UNARMED ATTACKS				
Basic Attack. One target per Attack action.				
<p>Warhammer. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft. <i>Hit:</i> 1d8+3 bludgeoning damage. (If used two-handed in melee, does 1d10+3 damage.)</p>				
<p>Javelin. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft. <i>Hit:</i> 1d6+3 piercing damage. (If thrown, normal range to 30 ft.; disadvantage long range 31 to 120 ft.)</p>				
MAGIC, FEATS & SPECIAL ATTACKS				
Fighting Style: Defense. In armor, gain +1 to AC.				

RACE

Human Traits [PHB p. 29]

- Creature Type: Humanoid
- Age: 37 years old
- Medium Size (5' 1", 140 lbs.)

CLASS

Fighter Class Features [PHB p. 70]

- Fighting Style (Defense)
- Second Wind (regain 1d10+1 h.p.)

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: chain mail armor (AC 16), shield (AC +2), warhammer, javelin, gaming set (playing card set), belt pouch, set of common clothes, an insignia of rank, trophy taken from fallen enemy. (This load is about 129 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 9 gold pieces (gp); 73 silver pieces (sp); 63 copper pieces (cp); 4 gems (worth 10 gp each)